T•HQ, Inc.
TOY HEADQUARTERS

Distributed by T•HQ, Inc. (Toy Headquarters)
5000 N. Parkway Calabasas Suite 107 Calabasas, CA 91302

Printed in Japan

EmuMovies

NES-47-USA

ATTACK OF THE KILLER TOMATOES™

OFFICIAL LICENSED PRODUCT

INSTRUCTION BOOKLET

T•HQ, Inc.
TOY HEADQUARTERS

Introduction

Thank you for purchasing Attack of the Killer Tomatoes for the Nintendo Entertainment System. We're sure you'll enjoy the adventures of Chad Finletter - Tomato Stomper Supreme! Join Chad in his daring mission to stop the infamous Dr. Gangrene from launching the dreaded Doomsday Tomato! This mad scientist (and creator of the Killer Tomatoes), won't stop until he paints the world red with tomato sauce!

As Chad, you'll take on an onslaught of slimy bouncing horrors in your attempt to squash the Doctor's plans. But it won't be easy! Dr. Gangrene dispatched the monstrous Gang of Six to slow you down. Tomacho, Zoltan and the rest have some nasty surprises in store for you, so slap on your tromping boots and get ready to kick some major stems!

T•HQ, Inc.
TOY HEADQUARTERS

5200 N. PARKWAY CALABASAS, SUITE 137
CALABASAS, CALIFORNIA 91302

"Toy Headquarters™ and T•HQ, Inc.™ are registered trademarks of T•HQ, Inc. ATTACK OF THE KILLER TOMATOES TM and © 1991 FOX Children's Network, Inc. TM and © 1976, 1991 Four Square Productions, Inc. All rights reserved. Software © 1991 Equilibrium © 1991 T•HQ, Inc.

Licensed by Nintendo for Play on the
Nintendo
ENTERTAINMENT SYSTEM

NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.

Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO ENTERTAINMENT SYSTEM.

Safety Precautions

Please follow the precautions listed below for the care of this cartridge.

1. Do not clean this cartridge with alcohol, thinner, benzene or any other solvents.
2. Avoid hard shocks.
3. Do not store in extreme temperature conditions.
4. Avoid touching or soiling the connector terminals.
5. When playing for periods greater than 2 hours,we recommend that you take a break for 10 to 20 minutes to avoid eye strain.
6. Always turn the power off before inserting or removing the game from the system.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and convulsions.

Table of Contents

Introduction..... 2
Safety Precautions..... 3
Dateline... San Zucchini..... 5
Controls for Chad..... 6
The Play of the Game..... 7
Enemy Characters, a Rogues' Gallery..... 8
The Gang of Six..... 9-10
Special Tomato Crunching Notes..... 11
Credits..... 12
FCC Regulations..... 13
90 Day Limited Warranty..... 14
Helpful Hints..... 15

Dateline...San Zucchini

"Whitley White reporting here. . . Chaos has stricken beautiful San Zucchini as Dr. Gangrene has announced his plans to paste this city with his Doomsday Tomato device! Who can destroy his scheme for total Tomato domination of the world? Who can blast those stinkin' rotten veggie-goons back into the tomato patch?"

"I'm afraid our only hope comes in the small, yet defiant form of Chad Finletter! Perhaps he'll be able to slip past the crimson cruddies that guard the evil scientist's lair and stop that madman once and for all! Chad has the resources, the resilience and the ketchup-stained boots to free us from the menace of the Killer Tomatoes."

"I'll be reporting on Chad's progress throughout his mission. This is Whitley White, signing off for now."

Controls for Chad

Control Pad Functions:

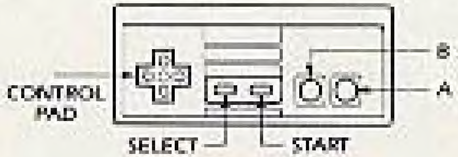
Start Button: Pauses the game on any level. Begins the game on Title, Credit and Victory screens.

Select Button: Press with the B Button to turn off the background music.

Left and Right arrows: Moves Chad in those directions.

A Button: Makes Chad jump.

B Button: 1. Makes Chad throw rocks in his fight with a mysterious villain.
2. When held down with the Left or Right arrows makes Chad run faster. NOTE: This only works in special areas!
3. Press while jumping to increase distance!
4. Press while climbing to increase speed!



The Play of the Game

Chad's objective is to make it through the tomato-infested streets of San Zucchini to the hideout of the nefarious Dr. Gangrene. His journey progresses through the city's sewers and into an abandoned tomato packing factory. Along the way there are a few items he can collect to assist him on his mission:

Lunch Box - Gives Chad an extra life.
Lunch Bags - Gives Chad extra ticks of energy.
Fertilizer Sacks - Awards extra points to your score.

The Status Area in the upper left corner of the screen displays the current Point Total on the top line, with Lives and Energy below. The player starts with 3 lives. When all your energy ticks are gone, you lose a life. You can get up to 6 ticks in a life.

Enemy Characters, a Rogues' Gallery

These mutations can be found throughout the game. If any of them make contact with Chad, he loses an energy tick. The best way to deal with them is to use the business end of the boots and stomp away! But look out for the big 'maters that break up into escaping little seedlings!

Tomato Bats - Dive-bombing winged horrors.

Tomato Rats - Swim the sewers looking for fresh meat.

Tomato Spiders - Quick-footed monsters.

Kamikaze Tomatoes - Throw themselves at Chad!

Crack Troopers - Elite Centurian guards.

The Gang of Six

Most of the Gang of Six are to be avoided, as opposed to being stomped on by Chad. Learn their modes of attack in order to get past them, thereby defeating them!

Tomacho - Bloated yet slow, defeat him to enter into the dark dank world of San Zucchini's sewers.

Ketchuk - This fat, gooey, monstrosity spews deadly spittle in your direction. He is to be avoided, not stomped on, for best results.

Gang of Six

Beefsteak - He's waiting to butt you into a vat of acid at the tomato factory. Avoid him at all costs!

Fang - Protects the scaffolding supporting the Doomsday Tomato device. Dodge his deadly bite.

Zoltan - Leader of the Gang of Six. Bigger, meaner and tougher than the rest, Zoltan stands between you and the success of your mission! Get past him to win!

Mummato - We did say Gang of Six, didn't we? Now where could we have placed Mummato?

Special Tomato Crunching Notes

Some levels use 3-D mazes to enhance the game play. You may need to press Up or Down on the arrow key to make Chad progress to a new area of a level.

There's a mysterious enemy lurking in the shadows of the city sewers. Who can this hooded fiend be?

While battling on the streets of San Zucchini, it's best to stay under the streetlamps.

In the sewers, try to time your movement so that you avoid the harmful falling drops of water. Each little drop takes away energy ticks!

In the tomato factory, the robot arm only hurts you when it is extended. Study its pattern of movement!

Developed by Imagineering Inc.
Glen Rock, NJ

Program and Design
Rob Harris

Graphics and Design
Frank Lam

Musical Arrangement
Mark Van Hecke

Killer Tomatoes Theme Song
John DeBello

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

90-Day Limited Warranty

90 DAY LIMITED WARRANTY:
THQ, Inc. (Toy Headquarters) warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in materials and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ, Inc. will repair or replace the PAK at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the THQ, Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 591-1310. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the THQ, Inc. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

THQ, Inc.
Consumer Service Department
5000 H. Parkwoff Calabasas, Suite 107
Calabasas, CA 91302

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY
If the PAK develops a problem after the 90-day warranty period you may contact the THQ, Inc. Consumer Service Department at the phone number noted. If the THQ, Inc. service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK, freight prepaid to THQ, Inc., enclosing a check or money order for $10.00 payable to THQ, Inc. THQ, Inc. will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment returnable.

WARRANT LIMITATIONS:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Notes